

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in this application.

Listing of Claims:

1. Cancelled.
2. (Currently amended) A computer game according to claim [[1]] 2, wherein said virtual image comprises a plurality of teeth of at least a continuous section of teeth.
3. (Original) A computer game according to claim 2, wherein said virtual image comprises substantially all teeth of at least one jaw.
4. (Original) A computer game according to claim 3, wherein said virtual image comprises substantially all teeth of both the upper and lower jaws.
5. (Original) A computer game according to claim 4, wherein the user can manipulate the mutual orientation of the two jaws.
6. (Original) A computer game according to claim 3, wherein said condition is an inappropriate relative position or orientation of at least one tooth or of a jaw; and said one or more tasks comprise re-orientation of one or more teeth.
7. (Original) A computer game according to claim 4, wherein said condition is an

inappropriate relative position or orientation of at least one tooth or of a jaw; and said one or more tasks comprise one or more of re-orientation of one or more teeth, or changing relative position of the two jaws.

8. Canceled.

9. (Currently amended) For use in a computer and associated storage medium, a computer game customized for a predetermined user, in which the user, through a user interface, performs one or more tasks generated by the computer within a virtual environment, said environment comprising a virtual three-dimensional dental image of at least one tooth of the user;

wherein said one or more tasks comprise at least one of choosing and carrying out a virtual treatment to a certain virtual condition associated with said at least one tooth, said treatment being compared with a predetermined ideal virtual treatment for said virtual condition

wherein said condition is a disorder in or lack of structural integrity of one or more teeth, and said one or more tasks comprise improving or fixing said disorder or lack of structural integrity; and

~~A computer game according to claim 8,~~ wherein said disorder or lack of structural integrity comprises damage resulting from one or more virtual infectious agents and said one or more tasks comprise elimination of said agents.

10. (Original) A computer game according to claim 6, wherein said one or more tasks are being performed by applying virtual rules, tools or components, corresponding to manner of dental,

personal or orthodontic treatment of teeth or jaws.

11. (Original) A computer game according to claim 7, wherein said one or more tasks are being performed by applying virtual rules, tools or components, corresponding to manner of dental, personal or orthodontic treatment of teeth or jaws.

12. (Currently amended) A computer game according to claim ~~[[8]]~~ 9, wherein said one or more tasks are being performed by applying virtual rules, tools or components, corresponding to manner of dental, personal or orthodontic treatment of teeth or jaws.

13. (Original) A computer game according to claim 9, wherein said one or more tasks are being performed by applying virtual rules, tools or components, corresponding to manner of dental, personal or orthodontic treatment of teeth or jaws.

14. (Original) A computer game according to claim 10, wherein said virtual rules comprise rules of movements of teeth or jaws corresponding to such in a real-life orthodontic treatment.

15. (Original) A computer game according to claim 11, wherein said virtual rules comprise rules of movements of teeth or jaws corresponding to such in a real-life orthodontic treatment.

16. (Original) A computer game according to claim 12, wherein said virtual rules comprise rules of movements of teeth or jaws corresponding to such in a real-life orthodontic treatment.

17. (Original) A computer game according to claim 13, wherein said virtual rules comprise rules of

movements of teeth or jaws corresponding to such in a real-life orthodontic treatment.

18. (Original) A computer game according to claim 10, wherein said virtual tools or components comprise virtual personal mouth hygiene tools.

19. (Original) A computer game according to claim 11, wherein said virtual tools or components comprise virtual personal mouth hygiene tools.

20. (Original) A computer game according to claim 12, wherein said virtual tools or components comprise virtual personal mouth hygiene tools.

21. (Original) A computer game according to claim 13, wherein said virtual tools or components comprise virtual personal mouth hygiene tools.

22. (Original) A computer game according to claim 10, wherein said virtual tools or components are virtual orthodontic components corresponding to real-life orthodontic components.

23. (Original) A computer game according to claim 11, wherein said virtual tools or components are virtual orthodontic components corresponding to real-life orthodontic components.

24. (Original) A computer game according to claim 12, wherein said virtual tools or components are virtual orthodontic components corresponding to real-life orthodontic components.

25. (Original) A computer game according to claim 13, wherein said virtual tools or components are

virtual orthodontic components corresponding to real-life orthodontic components.

26. (Original) A computer game according to claim 10, wherein said virtual rules permitting elimination of virtual infectious agents from the virtual teeth.

27. (Original) A computer game according to claim 11, wherein said virtual rules permitting elimination of virtual infectious agents from the virtual teeth.

28. (Original) A computer game according to claim 12, wherein said virtual rules permitting elimination of virtual infectious agents from the virtual teeth.

29. (Original) A computer game according to claim 13, wherein said virtual rules permitting elimination of virtual infectious agents from the virtual teeth.

30. – 43. Cancelled.